

THE WARBLER

AN EDUCATIONAL WEEKLY

ISSUE

102

MARCH 23, 2022

Dear Student, Artist, Thinker,

Comics became widespread during World War II because of their low cost, portability, and the traditional good triumphing over evil narrative that we often see in film today. Historians believe that the characters allowed readers, who were anxious about threats stemming from the war, to immerse themselves in a story that reassured them that ultimately good will prevail. Superhero comics have a consistent general progression that allows readers to feel more comfortable with how the story unfolds, despite often violent themes. What made the story interesting was the way in which it was paced and the artistic elements within the comic book itself. Some writers would have sections of exclusively prose (traditional paragraph form) writing to give space for reflection, world-building, and character development. They have been widely influential in cinema with Marvel movies being some of the highest grossing of all time. In fact, *Avengers: Endgame* is the second highest grossing movie of all time at almost 3 billion dollars. Comic books have a subculture around them with some being valued at millions of dollars.

As you will read later in this issue of *The Warbler*, comics have also had strong impacts on social movements as writers pushed traditional social and moral boundaries to advocate for a kinder and more compassionate world. They brought up and took stances on the advancement of rights for Communities of Color and members of the LGBTQ+ community while also providing an interactive way for younger people to gain understanding. Empathy is something that develops throughout the life course and many artists understood this. I find this to be very profound and unique about the form. Something interesting about *Deadpool* is that he is fully aware of his existence as a comic book character. Comic books have inspired inventions that have advanced various technological fields, such as cybernetic prosthetics found in *X-Men* and the artificial intelligence found in *Iron Man*. Truly, comics have been influential on our culture in ways that are seldom described in school curricula which is why they are the focus of this week's edition of *The Warbler*. We hope you enjoy. Cheers!

Taylor and the APAEP Team

“When you read a comic book, there’s a space between what’s happening on the page and what you have to literally see in your mind. That’s not true of movies, where you see everything.”

TA-NEHISI COATES // Writer, journalist, and educator

WORDS INSIDE

FOUND IN “HEROES, VILLAINS ...”

taxonomy | The branch of science concerned with classification, especially of organisms

FOUND IN “THE INFLUENCE AND IMPACT OF COMICS ...”

predecessors | A thing that has been followed or replaced by another

FOUND IN “THE POWER OF COMICS ...”

genre | A category of artistic composition, as in music or literature, characterized by similarities in form, style, or subject matter

FOUND IN “WHAT IS COMIC CON?”

cosplay | An activity and performance where participants wear costumes and accessories to represent a specific character

...



EDUCATION

The Power of Comics

BY JENNIFER MARSHALL | *International Literacy Association* | December 20, 2018

For a long time, comic books and graphic novels were geared toward children on the basis that, because they have pictures, they're not "real books." I read my first comic book as an adult when I met my husband, who is the comic buyer for our local shop. This year alone, I have read over 400 comic books. It's safe to say that comics play a very large part of our family's reading life.

Comics versus graphic novels

Stylistically, comics and graphic novels are very similar. Comic books are usually about 24 pages and are released in single issues usually once or twice a month. These individual books often form an ongoing story that spans several issues. Like TV shows, they are published regularly and collected in what are called trades. *Batman*, *Teenage Mutant Ninja Turtles*, and *Bone* are all popular examples of comics.

Graphic novels are basically longer versions of comics. Usually, graphic novels tell one full story and can be a couple hundred pages long. Examples include *Amulet*, *The Witch Boy*, and *Smile*.

Comics are a writing style; not a genre

The other thing that is important to understand about comics is that they are not a genre; they are a style of writing. Comics can be found in every genre, include all the literary elements you would find in traditional novels, and can be equally as complex. In the comic *Ms. Marvel* (Marvel), a young Pakistani girl from New Jersey named Kamala Khan tries to balance her new super powers with her religious beliefs. There are several moments where her family is made to feel like outsiders because they are Muslim.

The benefits of reading comics

There are fewer words in comics because much of the story unfolds in the visuals. For my students who struggle with vocabulary, these images offer visual clues to help decode new words. To fully understand the storyline, you need both the words and the pictures. If you are only reading the words or only looking at the pictures, you are missing half of the story.

When you reread a traditional novel, you may notice foreshadowing that you didn't see before. Artists in comics do the same thing. Something that didn't seem important in the first reading now stands out. For months, one of the major comic publishing companies, DC Comics, was inserting the same yellow button in the background of many of their books. This

was a hint about the impending rerelease of a story that was popular in the 1980s.

The transformative power of comics in the classroom

When I began teaching Tier 3 reading, I had not encountered any research about using comics in the classroom. All I knew was that my family and I enjoyed reading comics and that my daughter, at 12 years old, had only finished one book that wasn't a comic. I knew comics had the power to engage my daughter, who would not stay interested in a traditional novel long enough to finish. My students were below grade level in reading for many reasons—language barriers, sickness, high mobility rates, and more—but almost all of them had two things in common: gaps in their reading skills and a strong dislike of reading. I am a firm believer that if you find the right book at the right time, you can help a student learn to enjoy reading.

The student who helped me realize the power of comics was a seventh grader who very loudly and proudly would announce that he had never read a novel. He was obsessed with Japanese culture and had just watched an anime (Japanese cartoon) called *Bleach*, which is based on a manga of 74 books. This student, who had never finished a book, had read all 74 books within a couple months, found another similar series, and started those. All in all, he read 184 books that year. He had transformed from a student who refused to read to one who sought out his own reading material. Comics were the tool that engaged him and drove him to practice his reading, and that practice is what improved his reading skills.

This really pushed me to try to put comics into the hands of more students. I had always allowed students to read comics in class, but I had not purposefully encouraged them to do so. I spent that summer reading as many young adult comics as I could find. Each year, I see more students reading for fun once they have discovered comics. ●



● Edited for space and clarity

“It’s so important to see a breadth of representation in comics. Representation matters. People want to be able to see themselves.”

ROXANNE GAY // American writer, professor, editor, and social commentator

ENTERTAINMENT

What is Comic Con?

BY SEAN TASKER | *The Nerdd* | July 16, 2018

History of Comic Con

Back in 1939, 200 fans of the Science Fiction genre gathered in New York City for a weekend, to celebrate some awesome stories. There were even some famous authors there as well such as John W. Campbell (*The Thing*), Isaac Asimov (*I, Robot*), and Ray Bradbury (*Fahrenheit 451*). This was also the first time that Cosplay was created! Forrest Ackerman decided to dress up as a futuristic man. Next to him was Myrtle Douglas who created a fan magazine (fanzine) based on their love of sci-fi.

Science Fiction Conventions began to grow in popularity, to the point in 1966 the fans of comic books decided they wanted their own fan based convention, and so they created New York Comicon (not the same as the currently popular New York Comic Con). The guests attended included Jack Kirby (*Captain America*) as well as Archie Goodwin (*Batman* and *Iron Man*).

The west coast started to feel left out, so in 1970 they started their own comic convention. This one gathering about 300 fans, and including big names such as Jack Kirby (*Spider-Man* artist) and Ray Bradbury again. Not only was Ray Bradbury there, but Forrest Ackerman was there too, because Ackerman was the literary agent for Bradbury, as well as Isaac Asimov and L. Ron Hubbard.

Then, in 1976, up and coming director George Lucas decides to hold a panel on his new Space Opera, *The Star Wars*, with lead actor/comic book nerd Mark Hamill there trying to convince people this was going to be a good movie.

This started to get the ball rolling that conventions are for more than just comics, but for Hollywood's more genre blockbusters.

Shortly thereafter, more and more comic conventions started to spring up all over the country!

San Diego v. Salt Lake

Fast forward to the year 2014, the three biggest comic conventions in the U.S. are San Diego Comic-Con, New York Comic Con, and Salt Lake Comic Con.

The names "Comic-Con", "Comic Con" and "Comic-Con" technically were all trademarked by San Diego Comic-Con, but no one really cared about it, because we were all working together in bringing the fans together. But then the creators of Salt Lake Comic Con had to go and drive their branded car to the front doors of San Diego Comic-Con as a marketing stunt, and they started a fight.



Photo by David Maung
REX/Shutters; variety.com

This started a legal battle in 2014, which lasted for three years, ending with the court ruling that only San Diego Comic-Con can use any of the terms they trademarked.

Now every comic con around the nation has to change their names, to something as simple as "Comic Convention", maybe changing it to "Fandom Con", or in the case of Salt Lake Comic Con, "FanX Salt Lake Comic Convention" named after their "little brother" convention in the spring, that they had titled "FanXperience."

So What Does That Mean For The Fans?

Honestly? Not much.

Fans still gather at different times throughout the year around the country/globe to celebrate comics, movies, video games, television shows, collectibles, and more.

They still dress up in all sorts of different cosplays, attend panels, and meet celebrities.

If you go to San Diego Comic-Con, chances are you'll walk right by a celebrity and not realize it, as they blend in with the other 129,999 attendees.

You'll see the biggest stars in Marvel, *The Walking Dead*, and Star Wars in Hall H getting people excited for their next installment.

Or if you go to smaller conventions near you, you have a chance at actually getting to know some local celebrities and podcasters, and make friends with people you didn't know lived right down the road from you. Smaller conventions are a great way to meet great people who are too busy at the bigger cons, but you can chat with.

Whatever convention you go to, know that you don't have to dress up, but you won't be the weirdest one there if you do. You don't have to buy any merchandise, but you will find something that interests you. You don't have to go to panels, but you will learn something new if you sit in. Most importantly is to have fun, and don't ruin the fun of others around you. You are all there to celebrate your fandoms, and shouldn't have to prove to anyone that you deserve to be there. ●

"I don't think it's a coincidence that comic books appeal so strongly to children. Not that it negates any of their power for adults, but there is something about comics that makes them a perfect storytelling system for children."

SETH // Canadian cartoonist

DID YOU KNOW?

Nicolas Coppola took his **stage name** Nic (Nicolas) Cage from the Marvel comic book character Luke Cage.

The **Incredible Hulk** was originally gray, but Marvel changed him to green after problems with ink in their presses.

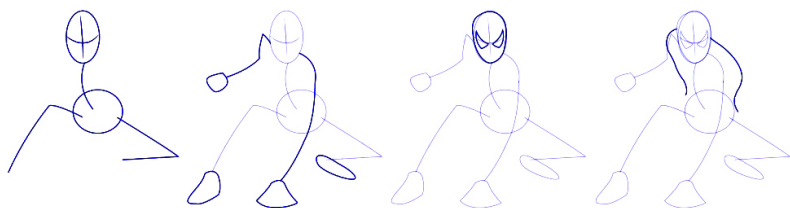
When Joe DiMaggio was playing with the New York Yankees, he loved reading **Superman comic books**, but he was too embarrassed to buy them himself; he thought it tarnished his image. So he would send other Yankee players to go to the local newsstand and buy the latest issues for him.

The world's **largest comic book collection** is housed in the Library of Congress. It holds over 100,000 individual issues.

Comic book letterers **avoid words** like "clint" and "flick" because during printing the letters can run together, making the words look like profanity.

There was a comic book hero in the 1940's called the **Green Lama**. He was a practicing Buddhist and one of his powers was reincarnation.

Source: www.neatorama.com



drawingtutorials101.com

HOW TO DRAW SPIDERMAN

Idiom

"Brainiac"

Meaning An exceptionally intelligent person

Origin The most famous brainiac is a cold-hearted, hyper-intelligent adversary of Superman who first appeared as an alien in DC Comics' Action Comic #242, "The Super-Duel in Space," in 1958. But after releasing his first adventure, DC Comics discovered that the name was already in use for a do-it-yourself computer kit. In deference to the kit, Brainiac was turned into a "computer personality" and became the great villain. As a nickname for an expert or intellectual, his (and the kit's) name slipped into more general use in English by the early 1970s.

Source: www.mentalfloss.com

IRON MAN USED TO
REGULARLY USE ROLLER
SKATES THAT WERE
BUILT INTO HIS SUIT.



ART + CULTURE

Cosmic Comics

BY HOWARD NEMEROV

There is in space a small black hole
Through which, say our astronomers,
The whole damn thing, the universe,
Must one day fall. That will be all.

Their shrinks can't get them to recall
How this apocalyptic dream
's elaborated on a humbler theme:
The toilet bowl, the Disposall.

Let prizes from the Privy Purse
Reward the Ultimate Hygiene
For flushing all flesh from the scene.

Where Moses saw the seat of God
Science has seen what's just as odd,
The asshole of the universe.

Howard Nemerov, born in 1920, was known for his ability as a poet to range from reflecting on serious topics to being more comedic with his work. Nemerov was born in New York and earned his BA from Harvard before serving in World War II as a pilot. When returning from his military service, Nemerov started his career as a professor. He served as the United States poet laureate and won the Pulitzer Prize in 1978. Nemerov passed away in 1991 at the age of 71.

WRITING PROMPT

During the time Nemerov wrote this poem, astronomers were continually making discoveries about the universe. Along with these discoveries, like the black hole in his poem, came a sense of fear of the unknown. He used the humor in his words to face the uncertainty that comes with the unknown. Nemerov was known as a poet who used comedy to look at serious topics through a new lens and show that things are only as significant as we make them. Poetry is often used to confront heavy topics in a serious way, but this poem is a reminder that poetry doesn't always have to be serious. Use this study as inspiration for a poem, short story, or creative non-fiction essay about something you find humorous or a lighthearted moment that you remember.

Word Search

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DISPOSALL
HUMBLER
ELABORATED
PRIVY
SPACE
ASTRONOMERS
FLUSHING
SCIENCE
APOCALYPTIC
UNIVERSE
HYGIENE



WORD PLAY A Rebus puzzle is a picture representation of a common word or phrase. How the letters/images appear within each box will give you clues to the answer! For example, if you saw the letters "LOOK ULEAP," you could guess that the phrase is "Look before you leap." *Answers are on the last page!*

SCIENCE

Heroes, Villains ... Biology

3 Reasons Comic Books are Great Science Teachers

BY CAITLYN FORSTER | *The Conversation* | April 18, 2021

People may think of comics and science as worlds apart, but they have been cross-pollinating each other in more than ways than one.

Many classic comic book characters are inspired by biology such as Spider-Man, Ant-Man and Poison Ivy. And they can act as educational tools to gain some fun facts about the natural world.

Some superheroes have scientific careers alongside their alter egos. For example, Marvel's The Unstoppable Wasp is a teenage scientist. And DC Comics' super-villain Poison Ivy is a botanist who saved honey bees from colony collapse.

Superheroes have also crept into the world of taxonomy, with animals being named after famous comic book characters. These include a robber fly named after the Marvel character Deadpool (whose mask looks like the markings on the fly's back) and a fish after Marvel hero Black Panther.

I am a PhD student researching bee behaviour and I have spent most of my university life working at a comic book store. Here's how superheroes could be used to make biology, and other types of science, more intriguing to school students.

1. They're engaging

Reading has a range of benefits, from improved vocabulary, comprehension and mathematics skills, to increased empathy and creativity.

While it's hard to directly prove the advantages of comics over other forms of reading, they can be engaging, easy to understand learning tools.

Comics have similar benefits to classic textbooks in terms of understanding course content. But they can be more captivating.

A study of 114 business students showed they preferred graphic novels over classic textbooks for learning course content.

In another study in the United States, college biology students were given either a textbook or a graphic novel — *Optical Allusions* by scientist Jay Hosler, that follows a character discovering the science of vision — as supplementary reading for their biology course.

Both groups of students showed similar increases in course knowledge, but students who were given the graphic novel showed an increased interest in the course.

So, comics can be used to engage students, especially those who aren't very interested in science.

Educational comics such as the *Science Comics*

series, Jay Hosler's *The Way of the Hive* and Abby Howard's *Earth Before Us* series frequently have a narrative structure with a story consisting of a beginning, middle and resolution.

Students often find information inside storytelling easier to comprehend than when it's provided matter-of-factly, such as in textbooks. As readers follow a story, they can use key information they have learnt along the way to understand and interpret the resolution.

2. They teach important concepts

In science-related comic books, as the story unfolds, scientific concepts are often sprinkled in along the way. For example, *Science Comics: Bats*, follows a bat going through a rehabilitation clinic while suffering from a broken wing. The reader learns about different bat species and their ecology on this journey.

Comics also have the advantage of permanence, meaning students can read, revisit and understand panels at their own pace.

Many science comics, including *Optical Allusions*, are written by scientists, allowing for reliable facts.

Using storytelling can also humanise scientists by creating relatable characters throughout comics. Some graphic novels showcase scientific careers and can be a great tool for removing stereotypes of the lab coat wearing scientist. For example, Jim Ottaviani and Maris Wick's graphic novels *Primates* and *Astronauts: Women on the Final Frontier* showcase female scientists in labs, the field and even space.

The Marvel series' *Unstoppable Wasp* also includes interviews with female scientists at the end of each issue.

3. They can give a visual insight into strange worlds

Imagery combined with an easy to follow narrative structure can also give a look into worlds that may otherwise be hard to visualise. For example, *Science Comics: Plagues*, and the Manga series, *Cells at Work!*, are told from the point of view of microbes and cells in the body.

Imagery can also show life cycles of animals that are potentially dangerous, or difficult to encounter, such as a honeybee colony, which was visualised through *Clan Apis*. ●



FEATURE

The Influence and Impact of Comics on the Media and Society

BY RUPASHI CHHABRA | Yoair | September 3, 2021

The world of comics has made way for diverse storytelling and broadened the horizons of its fans worldwide. Representation has taken center stage in the real-life imagining of popular comic book superheroes and superheroines. As with its predecessors, the comic book can provide an intriguing, entertaining, and sometimes critical mirror of society. Moreover, the predecessors of the comic book include the political cartoon and newspaper comic strip. Through the decades of the last century and into our own, comic books have influenced culture as well as reflected it.

Impact of Comics on the Media

Comic book fans love to see adaptations of their favorite characters on the big screen, but the creative decisions that directors take may result in changes to the source material. Is this adapting of comic books favorable for the medium, or just complicating already complex continuities?

The reason that comic book companies choose to alter their current continuities so that they resemble other media is very practical. They do so because film and television have a much larger market than comic books. If someone is exposed to an adaptation of a comic, it may urge them to check out the original series. Especially when discovering their shock to find that the comic version is substantially different from the version in the film, TV show, or game. To prevent this, comics books adapt to other media in ways that may help or hurt them.

Now an ingrained part of our cultural lexicon, the characters, conventions, art, and even the language of comic books are everywhere, including advertising, politics, and entertainment. In addition to being the subject of a growing field of scholarship. From their humble beginnings as reprints of comic strips, comic books have matured into works of art, literature, and cultural significance in their own right.

Marvel

As you know from the widely known from the widely popular Marvel Film and TV franchise. Marvel Comics is an American media and entertainment company. It is known worldwide as one of the “big two” publishers in the comics industry. Its headquarters lies in the Big Apple, New York City. As many of its characters have, New York City has its origin story.



The precursor to Marvel Comics was founded in 1939 by pulp magazine publisher Martin Goodman. In order to capitalize on the growing popularity of comic books—especially those starring superheroes—Goodman created Timely Comics. Timely’s first comic book was *Marvel Comics no. 1* (cover-dated October 1939), which features several superhero characters. Most notably, the Human Torch and the Sub-Mariner. Moreover, Timely Comics introduced many superhero characters during the comics’ “Golden Age” in the 1940s, most importantly Captain America, who first appeared in *Captain America Comics no. 1* (March 1941). As the 1940s came to a close, superheroes fell out of vogue with comic book readers, and Timely canceled the last of its books in this genre in 1950.

In 1951, Goodman formed his own distribution company, and Timely Comics became Atlas Magazines. Though there was a brief experiment in bringing back superheroes such as Captain America in 1953, Atlas’s output was mostly in other genres such as humor, westerns, horror, war, and science fiction.

DC Comics

In 1956, rival company DC Comics ushered in the so-called Silver Age of comics. Mainly by reintroducing superhero titles with significant commercial success. In the early 1960s, Atlas changed its name to Marvel Comics. For several decades, Marvel and DC have been the top companies in the industry. Throughout the 1980s and

“One of the things about comics is people can linger on images and words as long as they want.”

KELLY SUE
DECONNICK //
American comic
book writer

'90s, Marvel changed hands numerous times, becoming a publicly held company in 1991. Whereas questionable management decisions and a general slump in sales in the comic book industry drove Marvel Comics into bankruptcy in 1996. The company emerged from bankruptcy in 1998 and began to diversify its output, launching imprints aimed at a variety of demographics. In 2007, Marvel began publishing digital comics. In 2009, the Walt Disney Company purchased the parent company of Marvel Comics.

Impacts of Comics on Society

Sexuality issues were also inserted in the comics to debate contemporary subjects to show that comics can change, tell stories of real people, and respect their differences. Whereas comic books are part of pop culture, most people might have an inaccurate thought process when it comes to them. People might think something about children and teenagers, but not about adults. They are not only wrong about this though, but they also don't have any knowledge about how comics affect people's lives. And how this kind of entertainment and mass communication has been profitable through the years.

Societal Issues Take Center-stage in Comics

Hot topics that are still relevant to this day include the views of women, persons within the LGBT community, and individuals within society who have ethnic and cultural views and identities outside of the majority. Women have had a role in comics since their creation. Early depictions of women usually put them in the role of damsel in distress/ plot device or purely as a sex symbol.

In 1940, the first true, although mostly unheard of, female superhero is Fantomah. Fantomah, along with other early female comic protagonists Wonder Woman and Sheena, fell into the Jungle Goddess category. Female characters didn't find a positive voice in comics until the 1980s and 1990s. Series such as Love & Rockets, Ghost World, and Tank Girl promoted strong portrayals of women, often with feminist leanings dealing with the exploration of sexuality in positive ways and the dismissal of expected roles in society.

LGBTQIA+ and Race Issues in Comics

Gay characters also began to make an emergence during this same period. For example, the series *Y: The Last Man* toyed with the idea of all the men in the world but one dying off at once. Not only did it take a serious look at the complete reinventing of civilization through the hands of women. But it also delved heavily into the lesbian culture. Specifically, the views of women as masculine and feminine, theories of dominance, and ideas of where a man would be in a female-dominant society.

A more mainstream example is Batwoman, who is written as an openly gay character. Moreover, persons with cultural and ethnic views and identities outside of the majority have been seen in comic books for the past

100 years, but they are usually given stereotypical, often outright racist, roles with no depth of character. Nowadays, there are countless comic book characters of color that are portrayed in the same light as White characters. Examples of this would be superheroes such as Storm, a Black woman who was the leader of the X-Men, and Cyborg, the Black male leader of the Teen Titans. Not to mention, nearly the entire cast of *Love & Rockets* who are from Mexico. One of the earliest well-known Black superheroes, Black Panther, has recently gone through a revival. ●

● Edited for space

RANDOM-NEST



Comics | Genres and Categories

FROM FREECOMICBOOKDAY.COM | December 7, 2016

Comics have been written in a variety of styles and genres, to suit every taste. Here are just some of the many genres to be found in today's comics:

Superhero | One of the most celebrated comic book genres, Superhero comics feature the likes of Superman, Batman, Spider-Man and the X-Men individuals often clad in capes and masks, who use their extraordinary abilities to protect humanity. Superheroes have captured the public imagination ever since the first appearance of Superman in *Action Comics* #1 in 1938. Heavy on action, adventure and memorable, iconic characters, superhero comics are often considered to be a modern form of mythology. While some characters and series have been around since the 1940's, new characters with different abilities, costumes and universes are constantly being invented.

Manga | Manga refers to an Asian style of trade paperback graphic novel that has recently reached new heights of popularity in the United States. Manga contains several genres that are marketed to very specific types of readers. Shoujo (also spelled Shoujo) is a genre typically aimed at young teenage girls, usually involving drama and romance. Shonen refers to manga primarily intended for boys and features humorous stories and high levels of action. Manga that is translated from Japanese is often printed to be read from right to left, in order to retain the authenticity of the original version. Manga titles are also frequently part of a series containing several volumes.

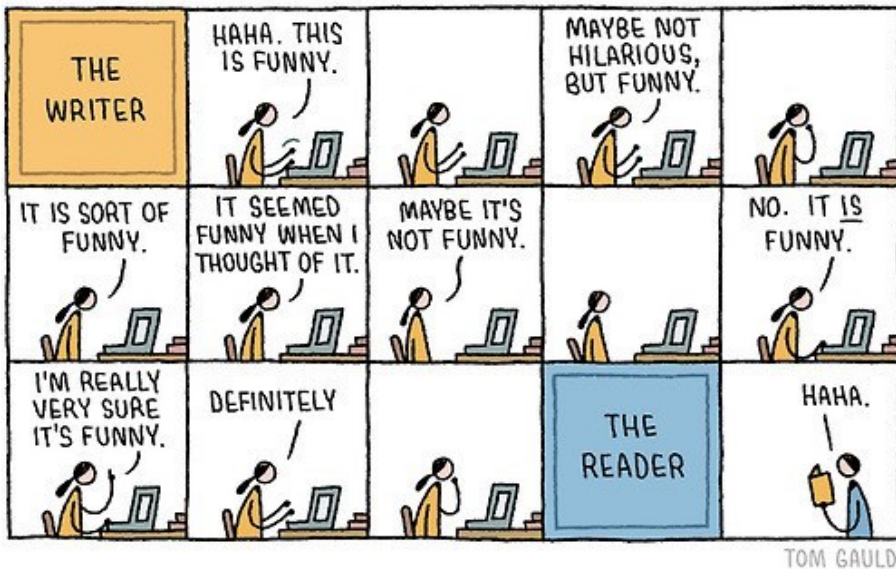
Slice-of-Life | Many comics and graphic novels offer thoughtful portrayals of real life. These can take the form of autobiography, relationship drama or historical fiction, among other examples. Slice-of-life comics are frequently popular with older teenagers and adults in search of a contemplative read.

Humor | There are plenty of comics that live up to the name "comic!" From *Mad Magazine* to *Simpsons Comics* to editorial cartoons, comics are a great avenue for exaggeration, satire and just plain ridiculousness.

Non-fiction | Comics have proven to be a great educational tool, and many have been created to explore such diverse topics as science, history, politics and biography.

Science-Fiction/Fantasy | Those who like to imagine other worlds will find a multitude of fantastic universes to explore in comics.

Horror | Frights, chills and thrills abound in comics with creepy illustrations and suspense-building stories.



WORDS OF ENCOURAGEMENT

Think of your favorite superhero, whether that be Spiderman, Batman, Superman, or someone else. Most of these superheroes have something in common — they started out between the pages of a comic book. The first known comic book was printed in 1897 and was in black and white. This kicked off the fascination with this storytelling method that paired pictures and words to depict tales of action-packed adventures. Now comics have developed into glossy brightly colored spreads full of wild fonts that bounce off the page and pull the reader in. A huge reason for this skyrocketing success of comic books is because of something else that superheroes have in common — the ability to overcome obstacles. Comic book sales reached their peak during World War II likely because they tell stories about heroes rising from adverse circumstances to claim victory. The idea of a larger-than-life individual swooping in and saving the day was obviously appealing to people during this period of unrest — however, superhero shows, books and movies are still incredibly popular. Society still romanticizes the idea of someone with special powers saving us from our problems. Despite this, when reading comics, it is always the superheroes most human traits that end up saving the day.

Think about the qualities underneath the superhero capes in these stories — kindness, sacrifice, compassion, and love. These are all characteristics that we can embody daily. It is not about wanting some powerful force to save us from our lives but rather, becoming a powerful force that can save ourselves. In the words of famous comic book character Nightcrawler, “You have the instincts of a hero, my friend. But above all the soul of a good man.” We can all learn from these comics that it is not about being extraordinary or having magic powers but rather about embracing your own ability to overcome daily obstacles. We hope you enjoyed this edition of *The Warbler*.

Katie



1061 Beard-Eaves Memorial Coliseum // Auburn University, AL 36849

Answers

SUDOKU #203

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SUDOKU #204

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|---|---|---|---|---|---|---|---|---|
| 4 | 6 | 2 | 5 | 8 | 3 | 1 | 7 | 9 |
| 1 | 5 | 8 | 9 | 7 | 4 | 3 | 2 | 6 |
| 7 | 9 | 3 | 2 | 6 | 1 | 8 | 4 | 5 |
| 9 | 7 | 6 | 3 | 4 | 8 | 2 | 5 | 1 |
| 5 | 8 | 4 | 1 | 2 | 7 | 9 | 6 | 3 |
| 2 | 3 | 1 | 6 | 5 | 9 | 4 | 8 | 7 |
| 8 | 2 | 9 | 7 | 1 | 5 | 6 | 3 | 4 |
| 6 | 1 | 7 | 4 | 3 | 2 | 5 | 9 | 8 |
| 3 | 4 | 5 | 8 | 9 | 6 | 7 | 1 | 2 |



Rebus Puzzle Page 6

1. A little misunderstanding between friends
2. It came upon a midnight clear
3. A drop in the bucket

Send ideas and comments to:

APAEP
1061 Beard-Eaves
Memorial Coliseum
Auburn University, AL 36849

UNTIL NEXT TIME !